

EXAMINER'S AMENDMENT

An examiner's amendment to the record appears below. Should the changes and/or additions be unacceptable to applicant, an amendment may be filed as provided by 37 CFR 1.312. To ensure consideration of such an amendment, it MUST be submitted no later than the payment of the issue fee.

Authorization for this examiner's amendment was given in a telephone interview and subsequent applicant transmitted email with Christopher Bezak on the 10th of November 2009.

Pending claim 6 has been cancelled.

The application claims **1**, and **3-5** have been amended as follows:

1. A game device comprising:

virtual start time deciding means for deciding virtual start times for a plurality of matches, the virtual start times comprising an artificial time in a virtual game space; related match selection means for selecting at least one match, from the plurality of matches, taking place at least partially at the same virtual time as a main match a player's team is taking part in as one or more matches related to the main match based on virtual start times for each match decided by the virtual start time deciding means, the at least one selected match being different from the main match;

related match simulation means for simulating the one or more related matches, the simulating of the one or more related matches performed without human player input;

event storage means for storing event content and a virtual event time at which the event content occurs for prescribed types of events occurring in the one or more related matches;

match decider means for deciding matches based upon information stored in a game database storage means;

main match execution means for executing the main match;

event time arrival monitoring means for monitoring arrival of the virtual event time stored by the event storage means during execution of the main match; and

event content output means for outputting, during the executing of the main match, event content corresponding to the virtual event time if it is determined by the event time arrival monitoring means that the virtual event time has arrived during execution of the main match,

wherein the related match simulation means simulates the one or more related matches prior to the main match executing means executing the main match, and

wherein the match decider means receives match results from the main match execution means and related match simulation means for deciding a next plurality of matches.

3. An information storage medium for storing a program enabling a computer to function as:

virtual start time deciding means for deciding virtual start times for a plurality of matches, the virtual start times comprising an artificial time in a virtual game space;

related match selection means for selecting at least one match, from the plurality of matches, taking place at least partially at the same virtual time as a main match a player's team is taking part in as one or more matches related to the main match based on virtual start times for each match decided by the virtual start time deciding means, the at least one selected match being different from the main match;

related match simulation means for simulating the one or more related matches, the simulating of the one or more related matches performed without human player input;

event storage means for storing and event content and a virtual event time at which the event content occurs for prescribed types of events occurring in the one or more;

match decider means for deciding matches based upon information stored in a game database storage means;

main match execution means for executing the main match;

event time arrival monitoring means for monitoring arrival of the virtual event time stored by the event storage means during execution of the main match; and

event content output means for outputting, during the executing of the main match, event content corresponding to the virtual event time if it is determined by the event time arrival monitoring means that the virtual event time has arrived during execution of the main match,

wherein the related match simulation means simulates the one or more related matches prior to the main match executing means executing the main match, and

wherein the match decider means receives match results from the main match execution means and related match simulation means for deciding a next plurality of matches.

4. (currently amended): A program distribution device for reading and distributing a program, comprising an information storage medium for storing the program enabling a computer to function as:

virtual start time deciding means for deciding virtual start times for a plurality of matches, the virtual start times comprising an artificial time in a virtual game space;

related match selection means for selecting at least one match, from the plurality of matches, taking place at least partially at the same virtual time as a main match a player's team is taking part in as one or more matches related to the main match based on virtual start times for each match decided by the virtual start time deciding means, the at least one selected match being different from the main match;

related match simulation means for simulating the one or more related matches, the simulating of the one or more related matches performed without human player input;

event storage means for storing event content and a virtual event time at which the event content occurs for prescribed types of events occurring in the one or more;

match decider means for deciding matches based upon information stored in a game database storage means;

main match execution means for executing the main match;

event time arrival monitoring means for monitoring arrival of the virtual event time stored by the event storage means during execution of the main match; and

event content output means for outputting, during the executing of the main match, the event content corresponding to the virtual event time if it is determined by the event time arrival monitoring means that the virtual event time has arrived during execution of the main match,

wherein the related match simulation means simulates the one or more related matches prior to the main match executing means executing the main match, and

wherein the match decider means receives match results from the main match execution means and related match simulation means for deciding a next plurality of matches.

5. (currently amended): The game device of claim 1, further comprising:
game database storage means for storing information prepared for a virtual game space;
and
~~match decider means for deciding matches based upon the information stored in the game database storage means.~~

6. (canceled).

End of amendment

The following is an examiner's statement of reasons for allowance: The prior art of record when considered alone or in combination does not teach nor fairly suggest the

use of a match simulation means prior to the execution of a main match to simulate one or more related matches without human player input storing the events and virtual time during which they occur in the related matches and outputting the stored content when the associated virtual time occurs during the execution of the main match wherein a match decider means utilizes results from a main match execution and the simulated match execution to determine the next plurality of matches .

Any comments considered necessary by applicant must be submitted no later than the payment of the issue fee and, to avoid processing delays, should preferably accompany the issue fee. Such submissions should be clearly labeled "Comments on Statement of Reasons for Allowance."

Any inquiry concerning this communication or earlier communications from the examiner should be directed to ROBERT MOSSER whose telephone number is (571)272-4451. The examiner can normally be reached on 8:30-4:30 Monday-Friday.

If attempts to reach the examiner by telephone are unsuccessful, the examiner's supervisor, Dmitry Suhol can be reached on (571) 272-4430. The fax phone number for the organization where this application or proceeding is assigned is 571-273-8300.

Information regarding the status of an application may be obtained from the Patent Application Information Retrieval (PAIR) system. Status information for published applications may be obtained from either Private PAIR or Public PAIR. Status information for unpublished applications is available through Private PAIR only. For more information about the PAIR system, see <http://pair-direct.uspto.gov>. Should you have questions on access to the Private PAIR system, contact the Electronic Business Center (EBC) at 866-217-9197 (toll-free). If you would like assistance from a USPTO Customer Service Representative or access to the automated information system, call 800-786-9199 (IN USA OR CANADA) or 571-272-1000.

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